## HTML static code analysis: Flash animations should be embedded using the window mode

Browsers best support the window mode for the wmode parameter, also in terms of accessibility.

As it is the default mode, it is acceptable to either not specify a wmode parameter altogether, or to set it explicitly to window.

## **Noncompliant Code Example**

```
<object classid="clsid:d27cdb6e-ae6d-11cf-96b8-444553540000"</pre>
width="550" height="400">
 <param name="movie" value="movie_name.swf" />
 <param name="wmode" value="direct" />
                                                          <!--
Non-Compliant -->
</object>
<embed src="movie_name.swf"</pre>
    width="550"
    height="400"
    wmode="direct"
                                                          <!--
Non-Compliant -->
    type="application/x-shockwave-flash"
    pluginspage="http://www.macromedia.com/go/getflashplayer"
```

```
Compliant Solution
<object classid="clsid:d27cdb6e-ae6d-11cf-96b8-444553540000"</pre>
width="550" height="400">
 <param name="movie" value="movie_name.swf" />
</object>
<embed src="movie_name.swf"</pre>
    width="550"
    height="400"
    type="application/x-shockwave-flash"
    pluginspage="http://www.macromedia.com/go/getflashplayer"
/>
or
<object classid="clsid:d27cdb6e-ae6d-11cf-96b8-444553540000"</pre>
width="550" height="400">
 <param name="movie" value="movie_name.swf" />
 <param name="wmode" value="window" />
</object>
<embed src="movie_name.swf"</pre>
    width="550"
    height="400"
    wmode="window"
    type="application/x-shockwave-flash"
    pluginspage="http://www.macromedia.com/go/getflashplayer"
/>
```